

Books and Toys

By Madeline Martin

Rocketbook

- How can these products help you in class?
 - These products can help you save paper and make writing notes so much easier. Rocket book is a fun product that allows you to take notes that can easily be transferred to your phone or computer. This product is a piece of paper and a pen that is easily erasable so it conserves paper and allows your notes to go directly to your phone.

Books

- How could you use any of these books (or their content) (or other books that you may have looked for) in your class?
 - A lot of these books gave great insight to technology for younger students. Students at this age may not have had much hands-on experience with different types of technology so these books are a great way for them to get some background knowledge on different types of technology available.
- Which were your top 8?
 - Chicken Clicking - By: Tonly Ross and Jeanne Willis
 - How To Code a Rollercoaster - By: Josh Funk
 - If You Give a Mouse an iPhone - By: Ann Droyd
 - Goodnight iPad - By: Ann Droyd
 - Pete the Cat Robo-Pete - By: James Dean
 - R is for Robot A Noisy Alphabet - By: Adam F Watkins
 - When Charlie McButton Lost Power - By: Suzanne Collins and Mike Lester
 - But It's Just A Game - By: Julia Cook

Specdrums

- What did you like about Specdrums? How could you use Specdrums in your class? (explain 2 ideas.)
 - I had alot of fun using the specdrum music pad. You could choose your own type of music and create a beat from the finger sensors. The sensors would pick up any color even off the mat and play a sound. This would be a great brain break activity in the classroom. If students had finished their work they could take a few minutes to go create some fun beats with friends. Music makes the classroom a happier place and allowing

students to go create fun beats to any kind of music they like could help them have a break from the stressors of school. I could also have students have a competition one day during an indoor recess or free time to see which group of students could make the best beat. I feel both of these ideas could break instruction down and allow students to have a little fun throughout the day.

Beebot

- What are some ways you can use Beebot?
 - Beebot was really cool to use!! I feel like Beebot could be used on a number line in a future math class. I could have students do addition or subtraction problems on a number line with the Beebot. They could stick him on the big number in the problem and press the back or forward button as many times as they needed to add or subtract and he would then land on the correct answer! This would be a fun classroom activity!

Cue - Dash & Dot – Sphero Bolt – Sphero - mini

- How would you describe them?
 - These are great little robots that introduce coding to teens. These robots can be controlled through an iPad by the student or you can code them to move on their own.
- How would you use in a classroom (at least 2 ideas)?
 - I could use these in my classroom in centers. Students could work on coding the robots during their free time. I could also create a math project related to coding and have students code the robots to move on a graph or on a number line.
- Which ages would you assign?
 - I would assign these to ages 12-16 because I feel that the coding part is a little more difficult.

OSMOS

- Which games did you play with?
 - Coding Jam and Pizzeria

- Look on line- based on what is online and what you played with, which ones might you purchase for your classroom? Why?
 - Essential Math Bundle - I feel like this would be a fun way to integrate technology into my future math classroom. This would be a fun way for students to take a break from book work and do some math in a fun way!

- If Midlevel and not developmentally appropriate – which ones would you recommend to a younger grade or a parent with younger children?
 - Little Genius Starter Kit - Early Math Adventure - it is for children ages 3-5 and has fun games these kids can play. This would be a great way to get a younger child excited about math at a young age.

Digital Microscope

If you don't get a chance to play with one, look up on line –

- What is your opinion of using this?
 - Digital microscopes make magnifying things so much easier because you are able to connect them to a computer or television through a USB port. They are simple and easy to carry and provide the majority of the qualities of a normal microscope.

- How can you use it?
 - I could use this in a lab in a school or when looking at small objects close up in the classroom. Students could have their own and plug them into their school laptops to analyze objects.

Overall

- What did you like best about toys and books?
 - I really enjoyed getting to read all the books and felt that the ones I listed would be great fun reads to introduce my future students to technology. The toys were fun to play with and I feel they could all be implemented into the classroom and benefit students. My favorite toy was the Specdrums, this would be so fun adding music to the classroom and allowing students to have a brain break from instruction.

- What are your opinions of all of these things?

- All of these toys and books were great. I feel that they will benefit students in a positive way. The books would be great tools for helping students get familiar with different types of technology. The toys are great and add a fun way for students to get hands on experience with things they wouldnt normally get to see. These toys could also aid in some math lessons and get students away from only pen and paper work.